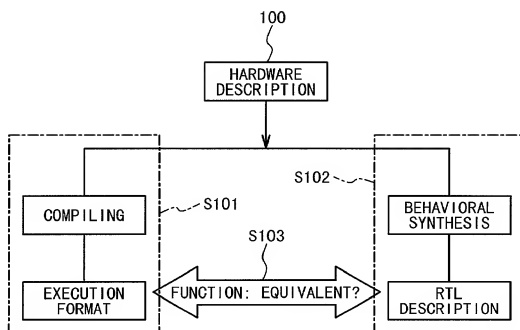
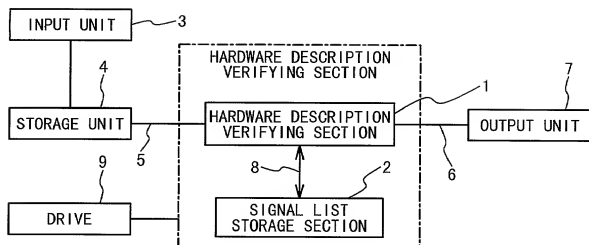


Fig. 1 PRIOR ART



F i g . 2



F i g . 3

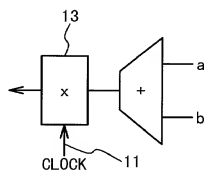
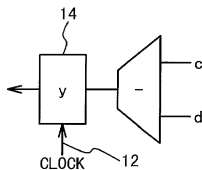


Fig. 4



F i g . 5

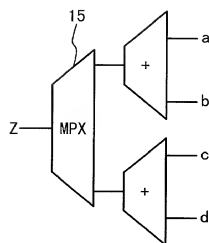


Fig. 6

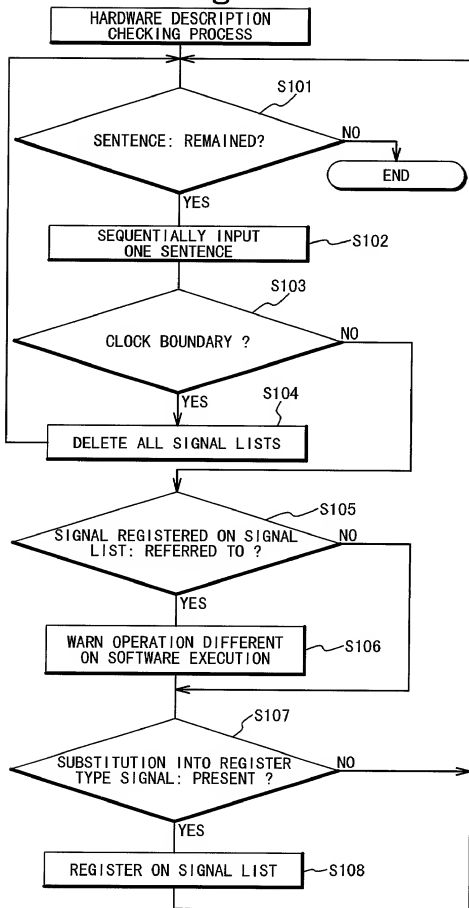


Fig. 8

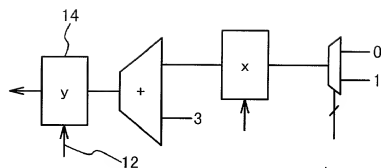


Fig. 9

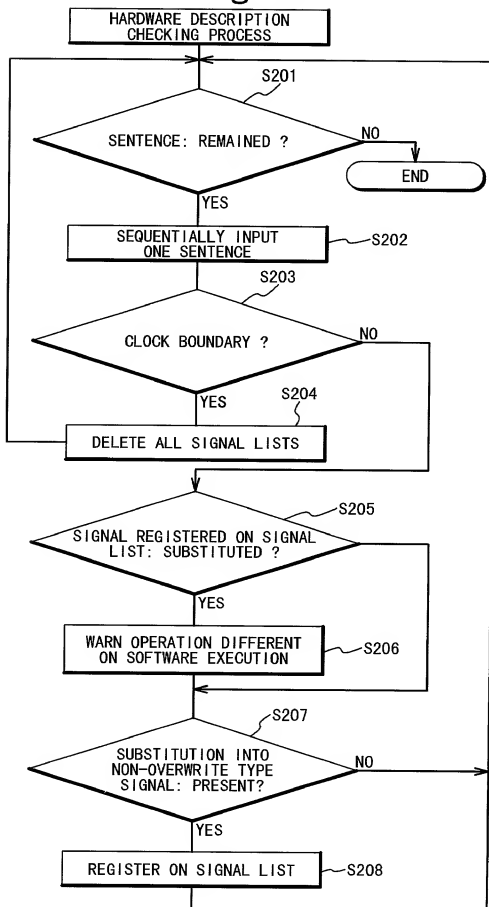


Fig. 10

```

/* ASSIGN. C */

#ifdef C
#define TER UNSIGNED INT
#endif

MAIN()
{
    TER z, t;

    /* C */
    /* HDL */
    /* LIST */

    z = 0;
    CLOCK();
    /* z=0 */
    /* [z] */
    /* S207 */

    z = 1;
    /* z=1 */
    /* {} */
    /* S203 */

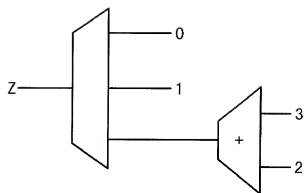
    t = 3;
    /* t=3 */
    /* [z, t] */
    /* S207 */

    z = t + 2;
    /* z=5 */
    /* [z, t] */
    /* S205, S207 */

    CLOCK();
    /* {} */
    /* S203 */
}

```


Fig. 11



Fi. 12

```

/* TER C */

#IFDEF C
# DEFINE TER UNSINED INT
#ENDIF

MAIN()
{
    TER z, t;

    /* C */

    /* HDL */

    /* LIST */

    t = 3;
    CLOCK();

    /* t=3 */
    /* t=? */
    /* z=? */
    /* z=5 */

    z = t + 2;
    CLOCK();

    /* {t} */
    /* {} */
    /* {z} */
    /* {} */
}

```

Fig. 13

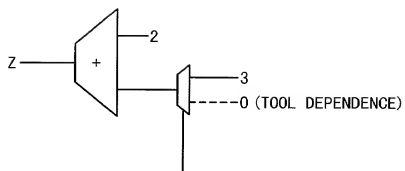


Fig. 14

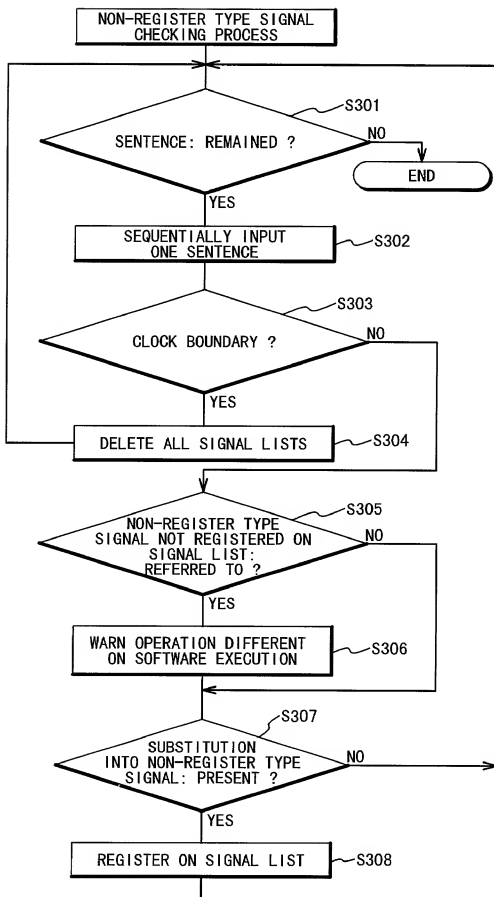


Fig. 15

```

/* WIRE.C */

#IFDEF C
# DEFINE TER UNSIGNED INT
#ENDIF

MAIN()
{
    TER z, t;

    t = 3;
    CLOCK();
    z = t + 2;
    t = 1;
    CLOCK();

    /* C */
    /* HDL */
    /* LIST */

    /* t */
    /* {} */
    /* [z] */
    /* [z, t] */
    /* {} */
}

```

F i g . 1 6

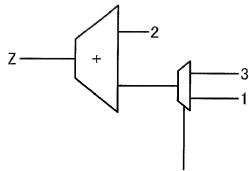


Fig. 17

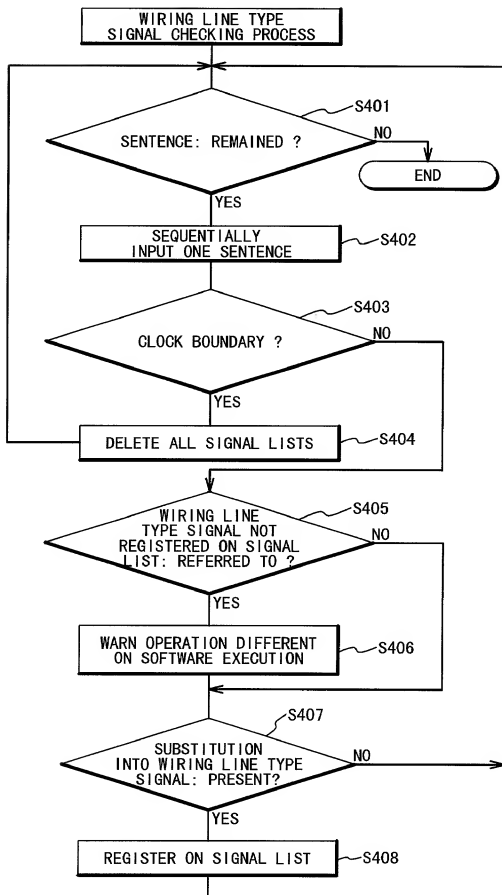


Fig. 18

```

/* AND. C */
MAIN()
{
    INT a, i;

    /* C */
    /* HDL */

    i = 0;
    a = 0;
    CLCOK();
    if(i > 0 && a++) {
        i = 0;
    }
    CLCOK();

    /* i=0 */
    /* a=0 */
    /* a=1 */
}

```


Fig. 19

